

Luis Angel Espino Cervantes

LuisespinoCervantes@gmail.com • (650) 465-9992 • <https://www.linkedin.com/in/luis-espino-cervantes/>

Education

University of California, Irvine

June 2022

Bachelor of Science in Computer Science

GPA: 3.18 (Dean's List UC Irvine • 5 quarters)

Course Work: Software Design • Game Systems and Design • Data Management • Computer Vision & Graphics

Work Experience

Instructor: Juni Learning

April 2022-Present

Teach Computer Science concepts using python to K-12 students in remote one-on-one sessions.

Box Office Manager: Cinemark Movie Theater

June 2019-September 2019

Delegated maintenance tasks, trained new employees, and addressed customer needs/complaints.

Office Intern: San Mateo County Health Clinic

June 2018-September 2018

Front desk attendant responsible for checking-in patients, updating personal information, facilitating their visits, and answering the main phone. Multitask to take care of the waiting room, printer refills, and faxes.

Projects

Image Recognition Software

January 2022-February 2022

AI algorithm that learns the Histogram of Gradient Orientations of an object by using positive and negative picture samples. It then can identify the same object in static images.

- Created software that is able to recognize specific objects in pictures with a 95% success rate.
- Wrote the function algorithm that learns an object's features from a series of sample images.
- Coded, tested, debugged, and finalized the software using Python, Matplotlib, and Numpy libraries.

Spotify Browser

February 2022

Website that searches Spotify's database in real-time. Each search creates a new custom page based on the retrieved data from Spotify's API.

- Constructed front-end features to display album, track, or artist searches using HTML, CSS, and Angular components to enhance User Interaction.
- Build the back-end API handling for each search request using Express.js and the OAuth protocol.

Sleep Tracker (Mobile App)

January 2022

Software that records the user's sleeping cycle and sleepiness throughout the day.

- Employed Content Prioritization, Intuitive Navigation, Error prevention, and other UX/UI principles.
- Rigorously unit tested the code for IOS and Android using Ionic Lab.
- Developed and designed the app using Javascript and HTML with the Ionic library.

Vaccine Dash (Videogame) Website

September 2021-December 2021

A single-player adventure horror web game designed and developed by a team of five. The game consists of finding vaccines in a covid-filled dark hospital.

- Integrated player controls and physics of the game, as well as visuals and audio effects into the game levels.
- Developed a narrative for the game's story which added relatability to the player.
- Introduced the game and features in a mock product pitch.

ZotFeeds (Design project)

March 2021-May 2021

Mobile app design project to help food banks in Orange County collect donations via the app. Donors would send notifications to food banks to pick up donations.

- Took project from ideation to prototype, and conducted market research to determine project requirements.
- Managed project timeline and deliverables deploying agile principles, e.g. helped simplify and delegate tasks to a team of five others & assessed progress in weekly meetings.
- Built mockups for the sign-up, sign-in, and home pages using Figma to enhance user experience.

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| Languages | Python • HTML • C • C++ • SQL • JavaScript • Unity • Unreal • IonicJS • Linux • Git • WebGL • A-Frame |
| Skills | Project Management • Attention to Detail • Multitasking • Microsoft Office • Biliterate (Spanish) |